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<u>L11</u>	L10 and( predict\$4 same threshold)	0	<u>L11</u>
<u>L10</u>	L9 and l7	4	<u>L10</u>
<u>L9</u>	L7 and (load\$4 same memory)	4	<u>L9</u>
<u>L8</u>	L7 and l3	0	<u>L8</u>
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<u>L6</u>	L3 and (scene same graph\$5)	3	<u>L6</u>

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<u>L4</u>	L3 and predict\$5	3	<u>L4</u>
<u>L3</u>	L2 and vrml	8	<u>L3</u>
<u>L2</u>	L1 and (pointer with next)	7311	<u>L2</u>
<u>L1</u>	memory with location	72784	<u>L1</u>

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<u>L5</u>	L4 and (scene same graph\$5)	0	<u>L5</u>
<u>L4</u>	L3 and predict\$5	3	<u>L4</u>
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IEEE JNL IEEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEEE CNF IEEE Conference Proceeding

IEEE STD IEEE Standard

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IEEE JNL IEEE Journal or Magazine

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IEEE CNF IEEE Conference Proceeding

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... the more successful any **load balancing** will be. Which parts of the **scene** ...

**scene** database can **not** be replicated with every processor due to **memory** ...

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... Such methods first break up a **scene** description into a large set of ...

**Current** general-purpose **memory** managers do **not** scale on multiprocessors, ...

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... A Parallel Functional Logic Simulator Allowing Dynamic **Load Balancing** [p. ...

**graphics** animation **scene** that projects a great deal of atmosphere. ...

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### The Unreasonable Man: May 2004

... seems light years away from today's PCs and **virtual-reality** video games. ...

the World Wide Web, which burst onto the **scene** half a century later, ...

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... a display system such as a stereo display or **virtual reality** system. ...

scheme for recognizing **3D** (three dimensional) objects in a complex **scene** from ...

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... For example, the rendered **scene** depicts all of the **virtual world** ... with its **current virtual world location**, so although the data is **not** bundled into ...  
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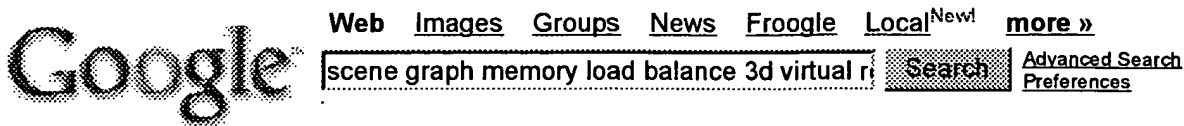


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... However, suppose that you can **not predict the future** at all, that is, ...  
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... This dissertation demonstrates that **predicting future head locations** is ...  
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... set of vectors is then used to **predict** and generate **future** vectors. ...  
the power loss due to sub-**threshold** leakage **current** is the minimum possible. ...  
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... Between Rotation and Position **Threshold** on X Axis **Point**: (a) As ... to **predict**  
the participant's **current location** based on the delayed position and ...  
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02683nam 2200349 ...


... **Load** value predictors exploit this behavior to **predict** the results of **load**  
... of two-dimensional images of a **scene** as seen from multiple camera **points**, ...  
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... knowledge of in-memory object layouts to locate **pointers** in objects. ...  
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... couldn't find "it" at the energy levels **current theories predict**. ...  
double that energy **threshold** and give up after that **point** if they can't detect it. ...  
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### Journal of Research and Practice in Information Technology

... Comparison of Five Conditional Probabilities in 2-Level Image **Threshold** ...  
to be made on whether a **locality** is to be kept **memory** resident, or released, ...  
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... you have to be able to **predict future** data well, and thus good data compressors  
... abstract = "Interactive **3D graphics**, multimedia, and **virtual reality** ...  
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### %T Reducing Mass Degeneracy in SAR by MS by Stable Isotopic ...

... to make a **prediction** when the recent context has **not** been previously seen.  
... that attempt to **balance memory** usage or **future workload**, respectively. ...  
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... in situations where total **load** is difficult to **predict** and execution times  
... **memory** regions to which the scheduler was **not** directly given a **pointer**). ...  
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### "AA01", "Words Recognition", "AA", "Adnan Amin", "", "", "Either Session ...

... has a **location** defined by coordinates, and topological **pointers** to other ...  
or VR-style methods for displaying, browsing, and manipulating **3D graph** ...  
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... may lead to a very uneven **load balance** and even deteriorate data **locality**.

... vision system to recognise **3D** objects in a 2D **scene** from intensity data. ...

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... it needs a waiting period to download the **scene** of the new ... as object density and **locality** are **not** considered in this. **load-balancing** mechanism. ...

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... underneath of both the file and **virtual memory** systems. ... with these models by taking advantage of **current** trends in **3D graphics** hardware development. ...

[www.cs.washington.edu/affiliates/abstracts/abstracts98.html](http://www.cs.washington.edu/affiliates/abstracts/abstracts98.html) - 99k - [Cached](#) - [Similar pages](#)

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... where the user has a **virtual** notepad. It would **not** be convincing if ... can grab any dynamic object (as opposed to static objects) in the **scene** by ...

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... optimization, **load balancing** and dynamic resource allocation. ... **location** relationship is **relevant** to the **current** user position when both operators ...

[www.uibk.ac.at/~c703319/publications/EPFL2004-thesis.pdf](http://www.uibk.ac.at/~c703319/publications/EPFL2004-thesis.pdf) - [Similar pages](#)

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... of dynamic **load balancing** schemes on distributed **memory** parallel computers.

... we have N arbitrary photos of an arbitrarily-shaped, static **3D scene**. ...

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